

# **Stochastic cumulus clouds based on fields from a large-eddy simulation**

Laura Hinkelman  
National Institute of Aerospace

Frank Evans  
University of Colorado

## Research goal

To investigate the degree to which anisotropy in cumulus cloud fields affects shortwave radiative transfer and the mechanisms by which this occurs.

### Rationale:

- Detailed 3D cloud measurements are unavailable.
- Cloud structure is often assumed isotropic, even though anisotropic clouds occur frequently.

# Types of anisotropy

Stretching



(Landsat Thematic Mapper, July 7, 1999)

Tilt



(Karlsruhe Wolkenatlas)

## Advantages of stochastic fields vs. LES scenes

- Anisotropy in scenes can be precisely controlled.
- Anisotropy can be adjusted *while basic cloud properties are maintained*.
- A statistically significant number of similar scenes can be easily generated.

# Test scenes

Cloud scenes generated using the Evans and Wiscombe stochastic field generation program.

Input: Statistics of 12 LES cumulus cloud scenes

Output: Ensemble of 20 3D LWC distributions

For each member of the ensemble, create two series of fields in which

- \* tilt increases
- \* horizontal anisotropy increases

while the liquid water content distribution and cloud fraction in each level and the correlation between the levels remain fixed.

# Evans and Wiscombe stochastic field generation algorithm

Similarities to Fourier (power spectrum) method:

- Represents desired cloud structure via orthogonal function decomposition.
- Creates fields by multiplying orthogonal component amplitudes by Gaussian random deviates and transforming back to real domain.
- Output fields are isotropic.

[Evans and Wiscombe, Atmospheric Research, 72:263-289 (2004)]

## Differences from Fourier method: Inputs

- Uses power spectra of an ensemble of sample fields rather than assumed power law for horizontal structure.
- Vertical structure also based on input field statistics.
  - Generally different than horizontal structure.
  - Described by cross-correlation matrix of binary cloud fields at all heights.
  - Decomposition by empirical orthogonal functions.

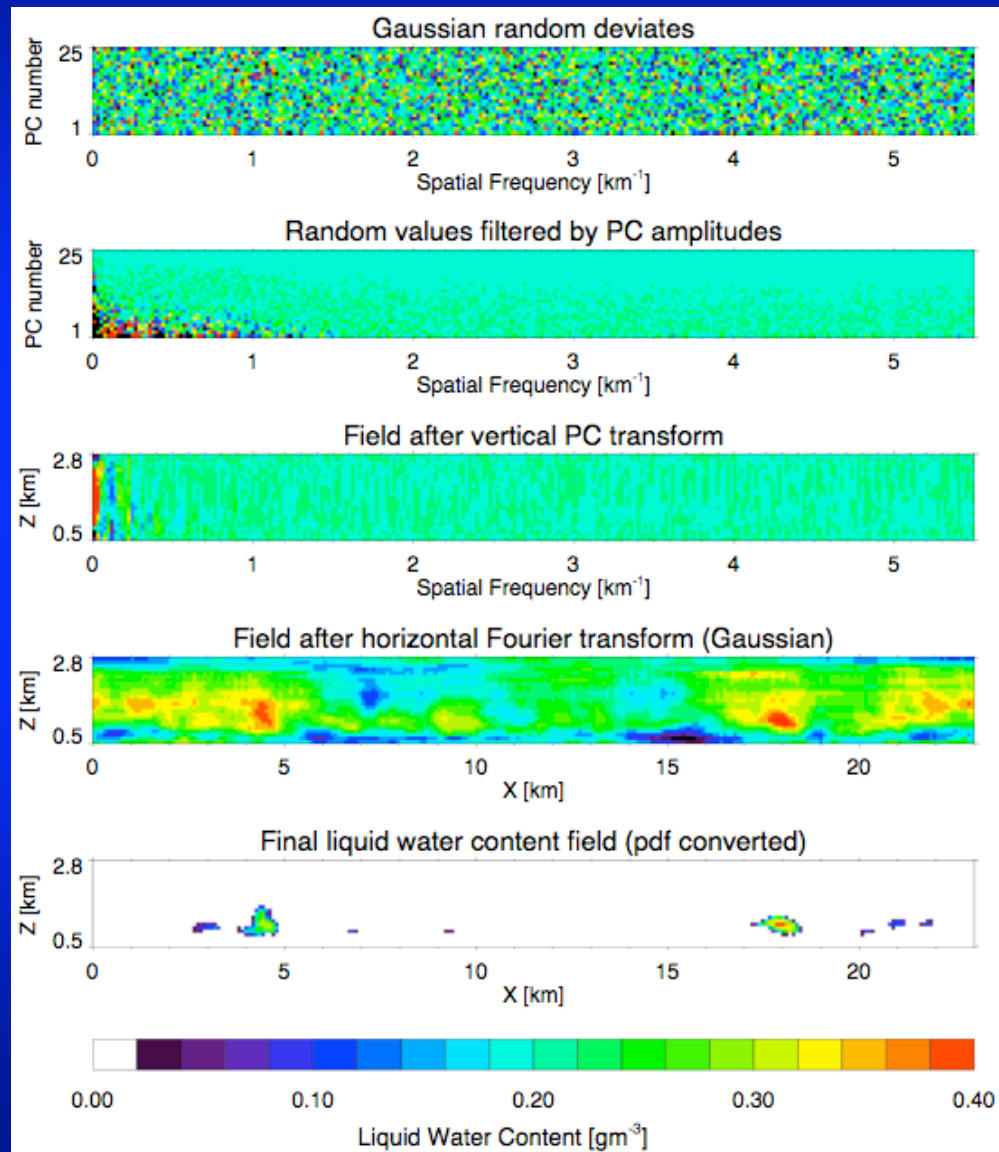
## Differences from Fourier method: Output

- Creates 2- or 3-dimensional fields from 2D (x-z) input.
- Statistics over ensemble of output fields closely match desired values.
- Gaussian values in generated fields are mapped to LWC pdfs of input field ensemble.
- Can generate a correlated effective radius field for every output LWC field.

# Evans and Wiscombe algorithm: Synopsis

- Compute average cross correlation function for all height pairs in binary versions of input fields.
- Find equivalent “Gaussian” correlation matrix.
- Convert “Gaussian” correlation matrix into frequency domain representation via Fourier transform.
- Perform Eigenvalue decomposition on each Fourier term (i.e., at each spatial frequency).
- Generate field of Gaussian random deviates.
- Multiply random field by filtering amplitudes (square roots of Eigenvalues).
- Transform resulting field back to real space via principal component and Fourier transforms.
- Convert Gaussian values to LWCs using input PDFs.

# Stochastic field generation via Evans and Wiscombe algorithm



# Modifications to Evans and Wiscombe algorithm

- Uses 3D fields as input
  - Liquid water content fields from large-eddy simulations
- Output fields are anisotropic
  - Type and degree of anisotropy specified by user

# Accommodation of 3D input

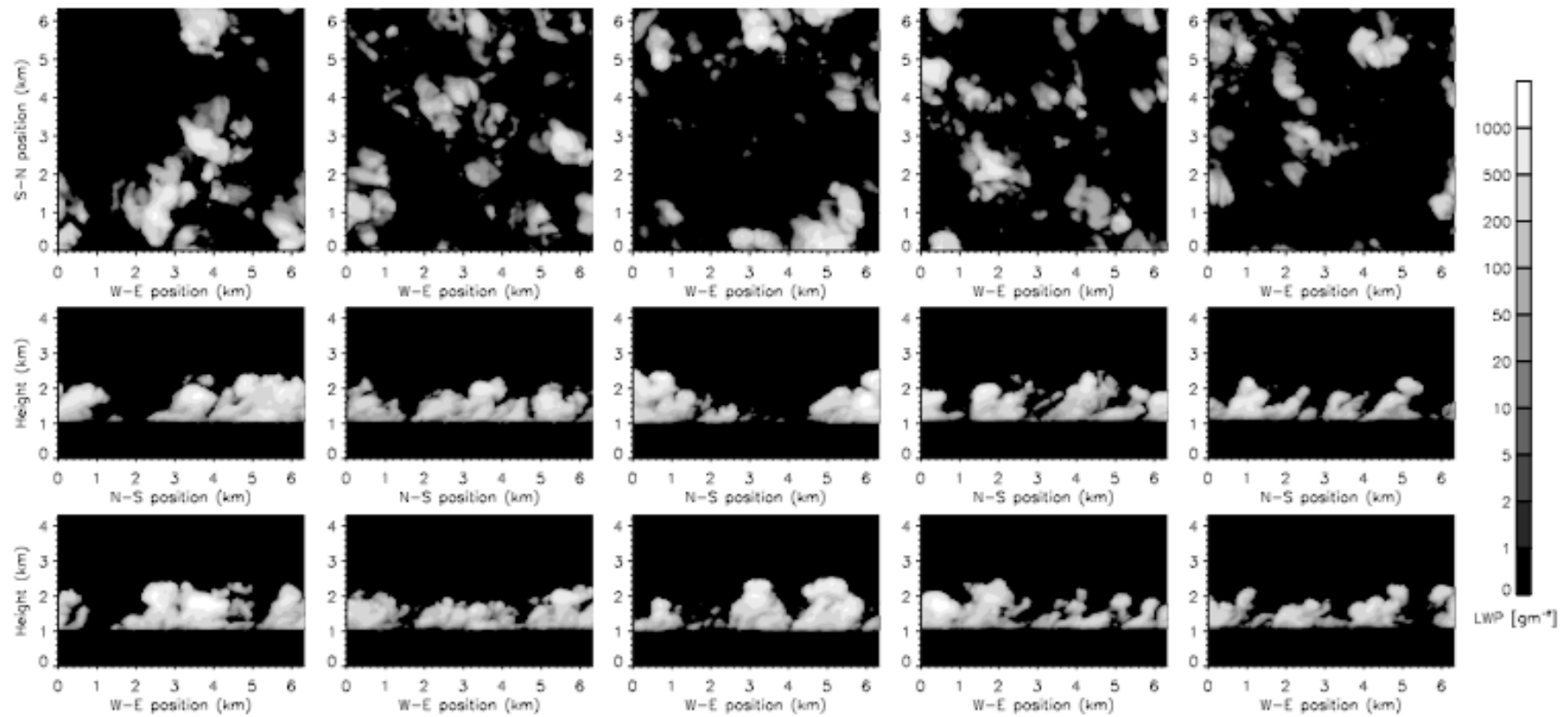
## Input statistics:

- Compute 2D correlation functions between height pairs.
- Integrate radially to obtain mean 1D correlation functions.

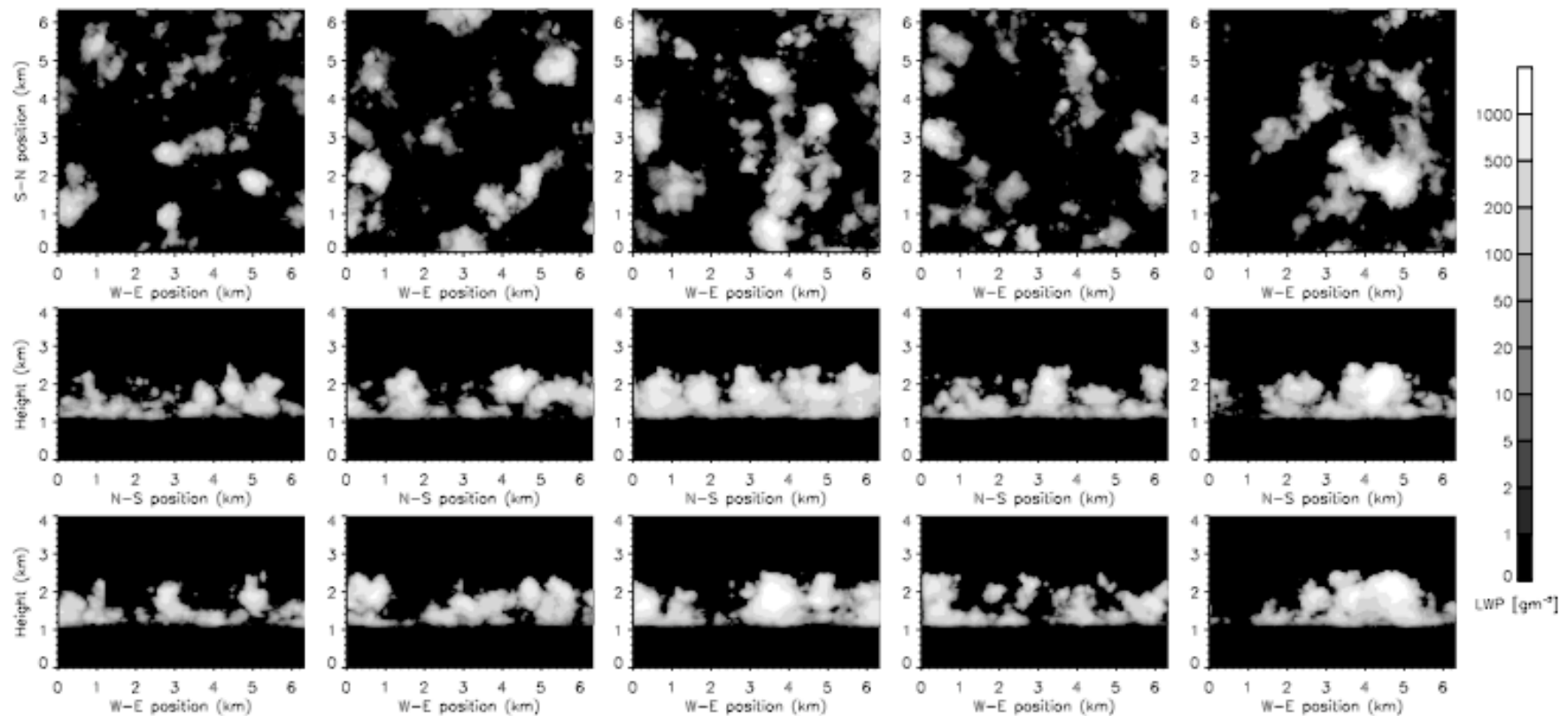
## Output field generation:

- Use regular 3D field technique, but no spectral optimization is required.

# Example input scenes



# Example isotropic output scenes



## Incorporation of tilt

Displace each vertical level horizontally.

Operation performed in Fourier space by applying vertically increasing phase shift:

$$d\theta = e^{(k_x/c_x) F_t n_z \pi i}$$

where

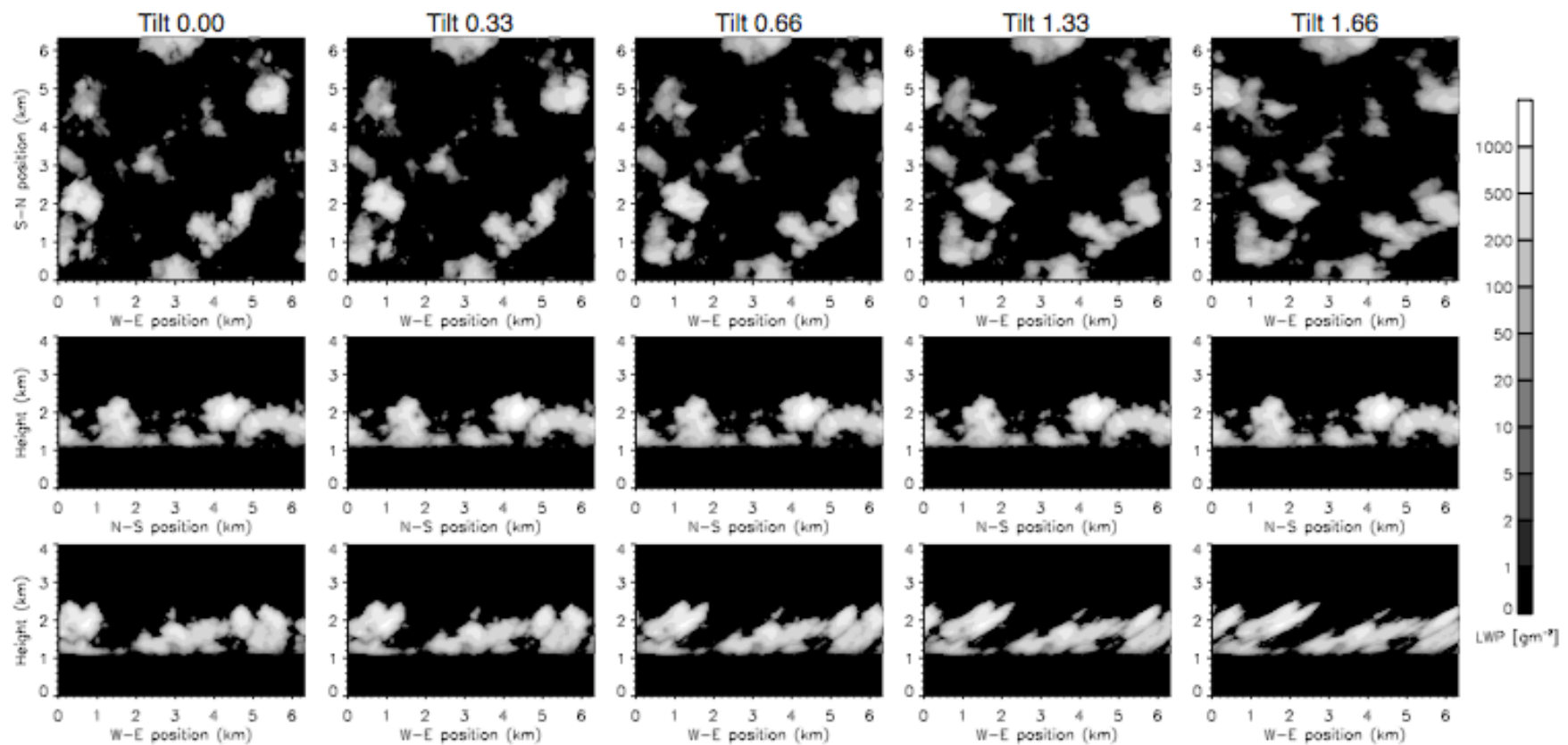
$k_x$  = horizontal spatial frequency index

$c_x$  = 1/2 number of FFT frequencies

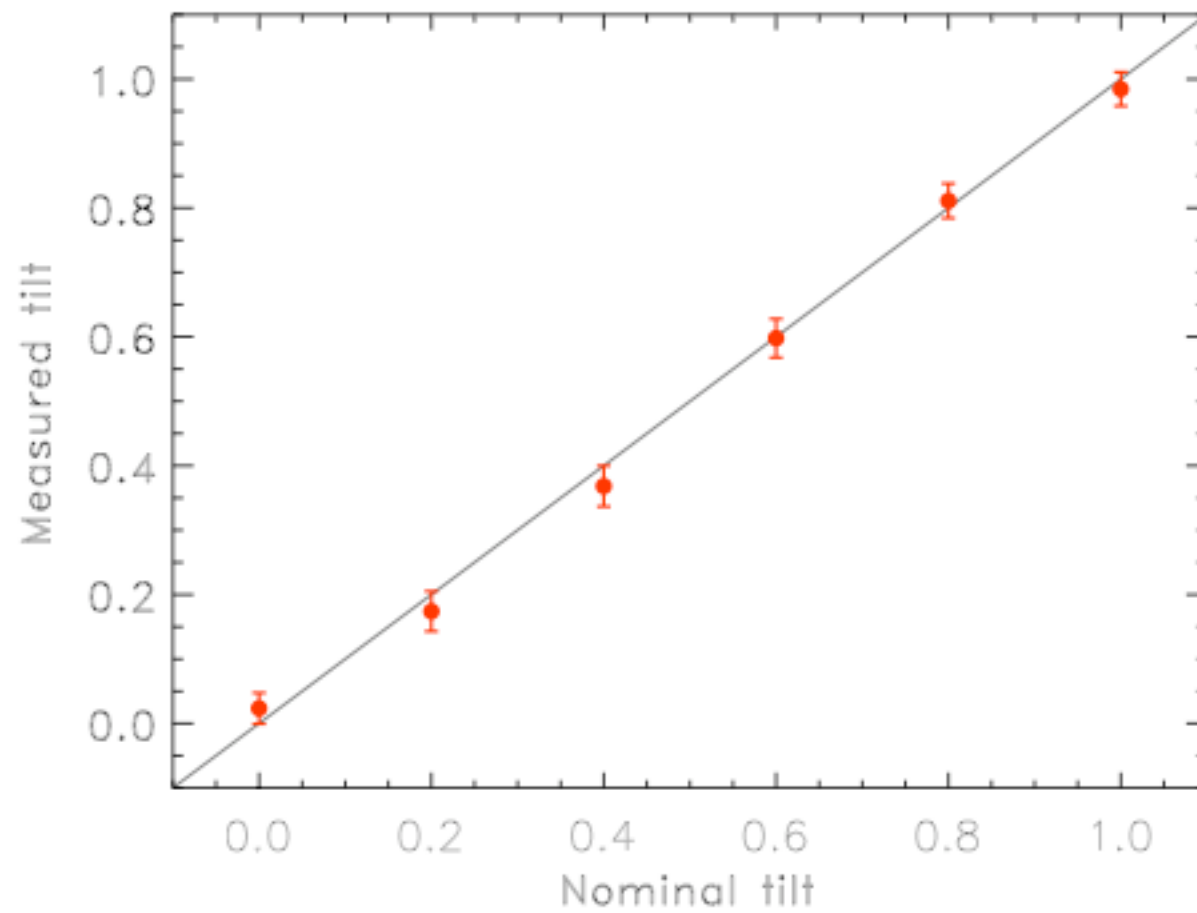
$n_z$  = vertical index

$F_t$  = tilt parameter in lags/level

# Example output fields: Tilt



# Tilt control



## Incorporation of horizontal anisotropy

During field generation, elongate horizontal power spectra in N-S direction and compact in E-W direction.

When assigning Eigenvector values in the 3D array, instead of using the Eigenvector for (radial) spatial frequency index

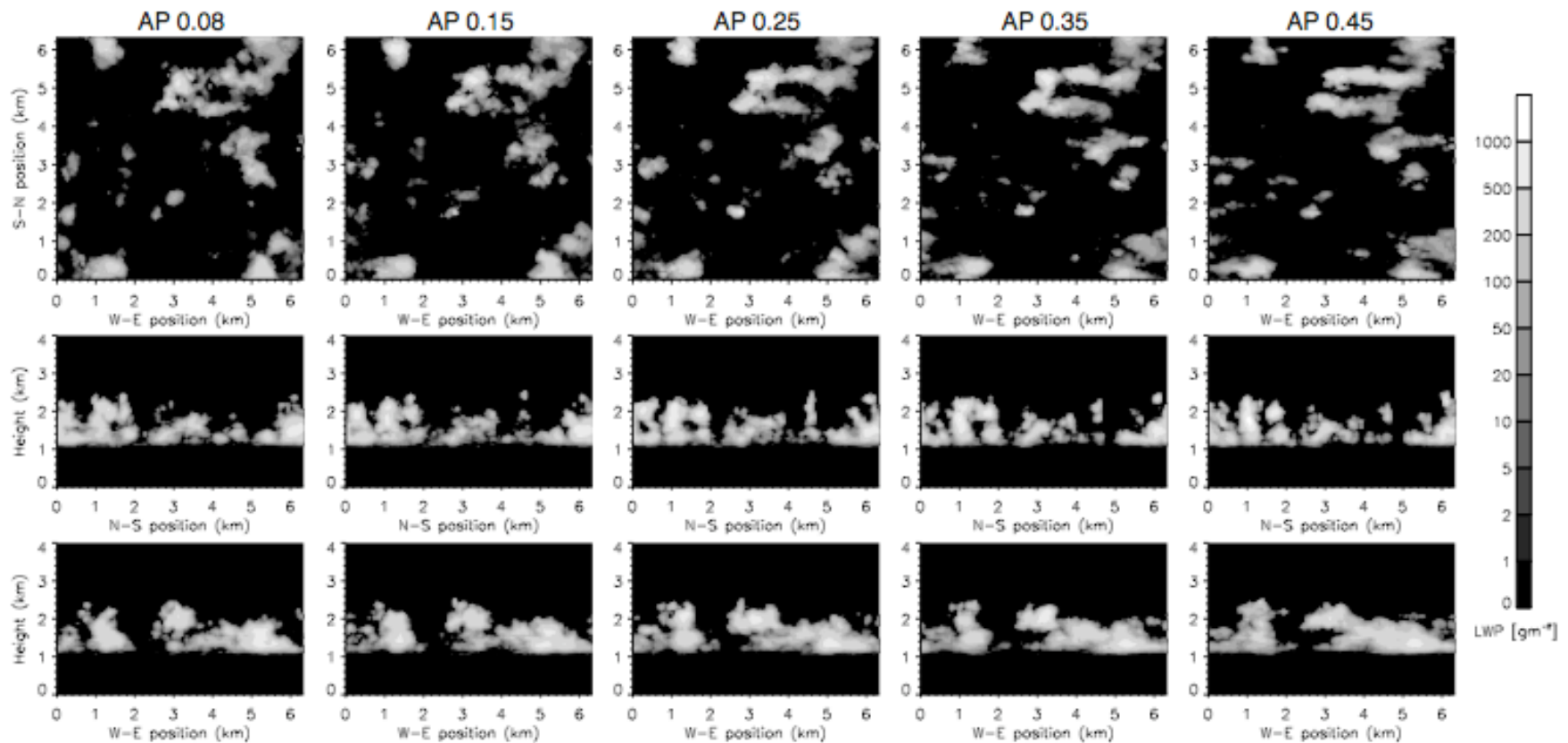
$$k_r = \sqrt{k_x^2 + k_y^2}$$

substitute the vector for

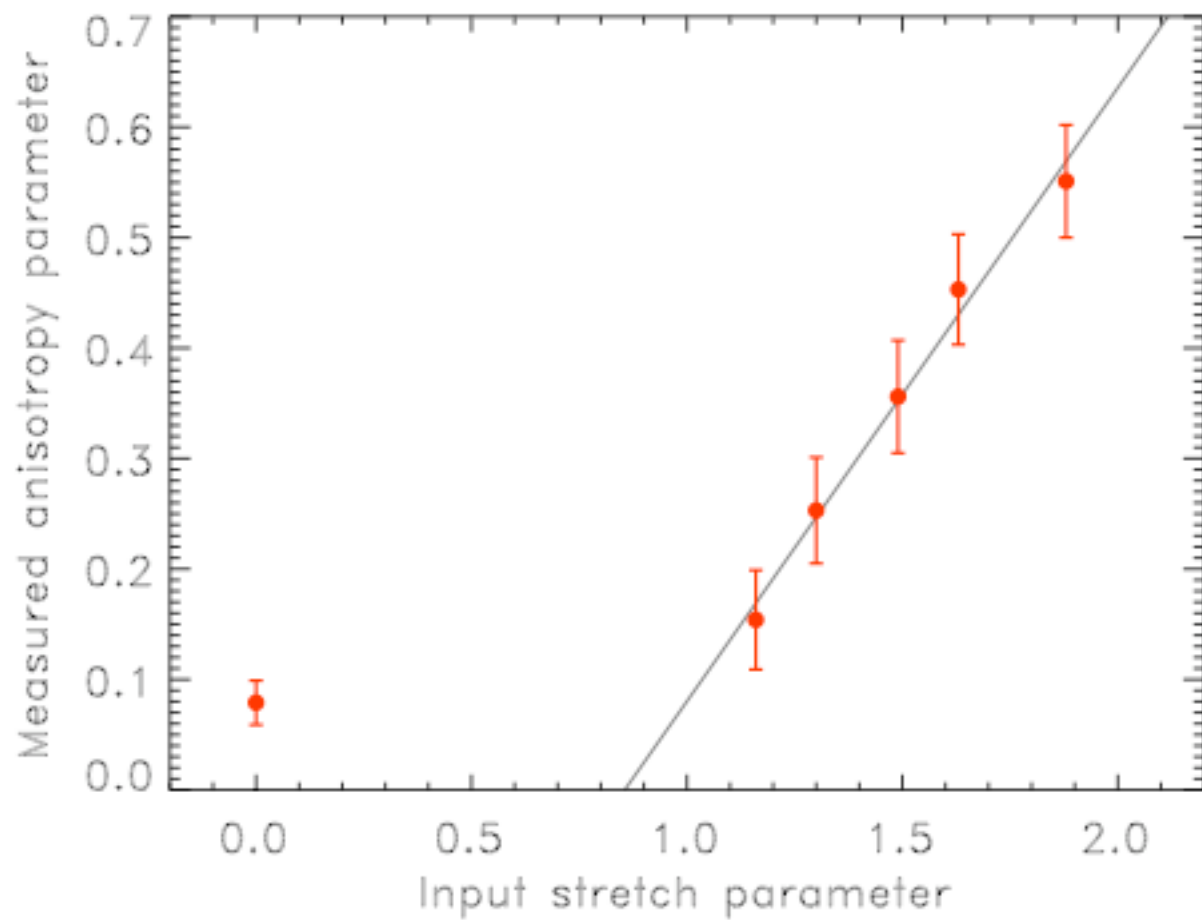
$$k_r = \sqrt{(F_s k_x)^2 + (k_y/F_s)^2}$$

where  $F_s$  is the stretching parameter.

# Example output fields: Stretch

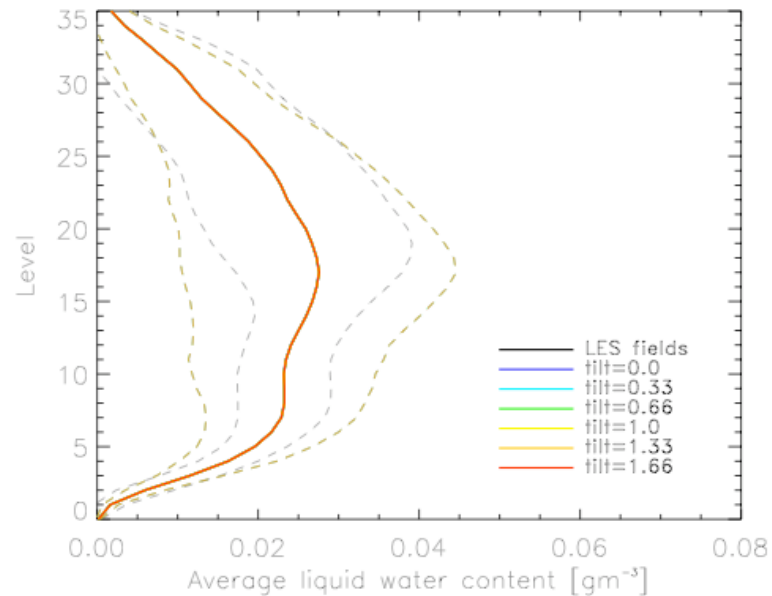
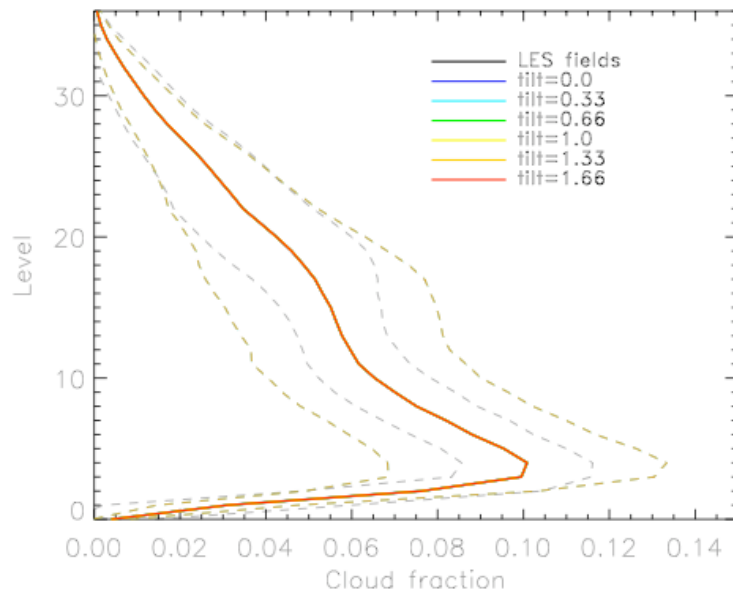
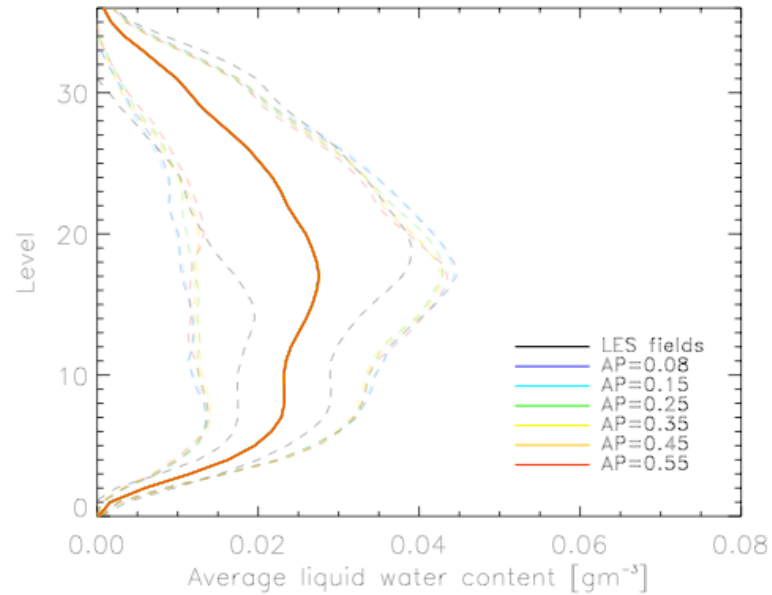
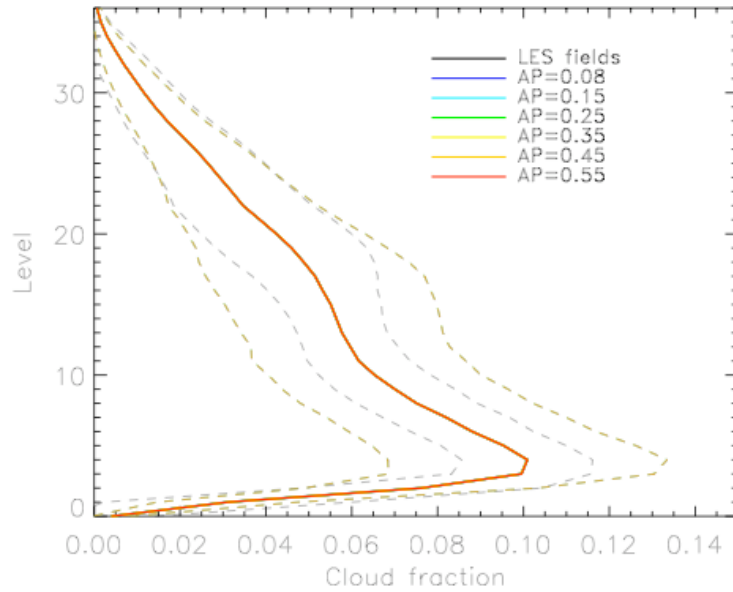


# Stretch control



## Cloud fraction

## Liquid water content

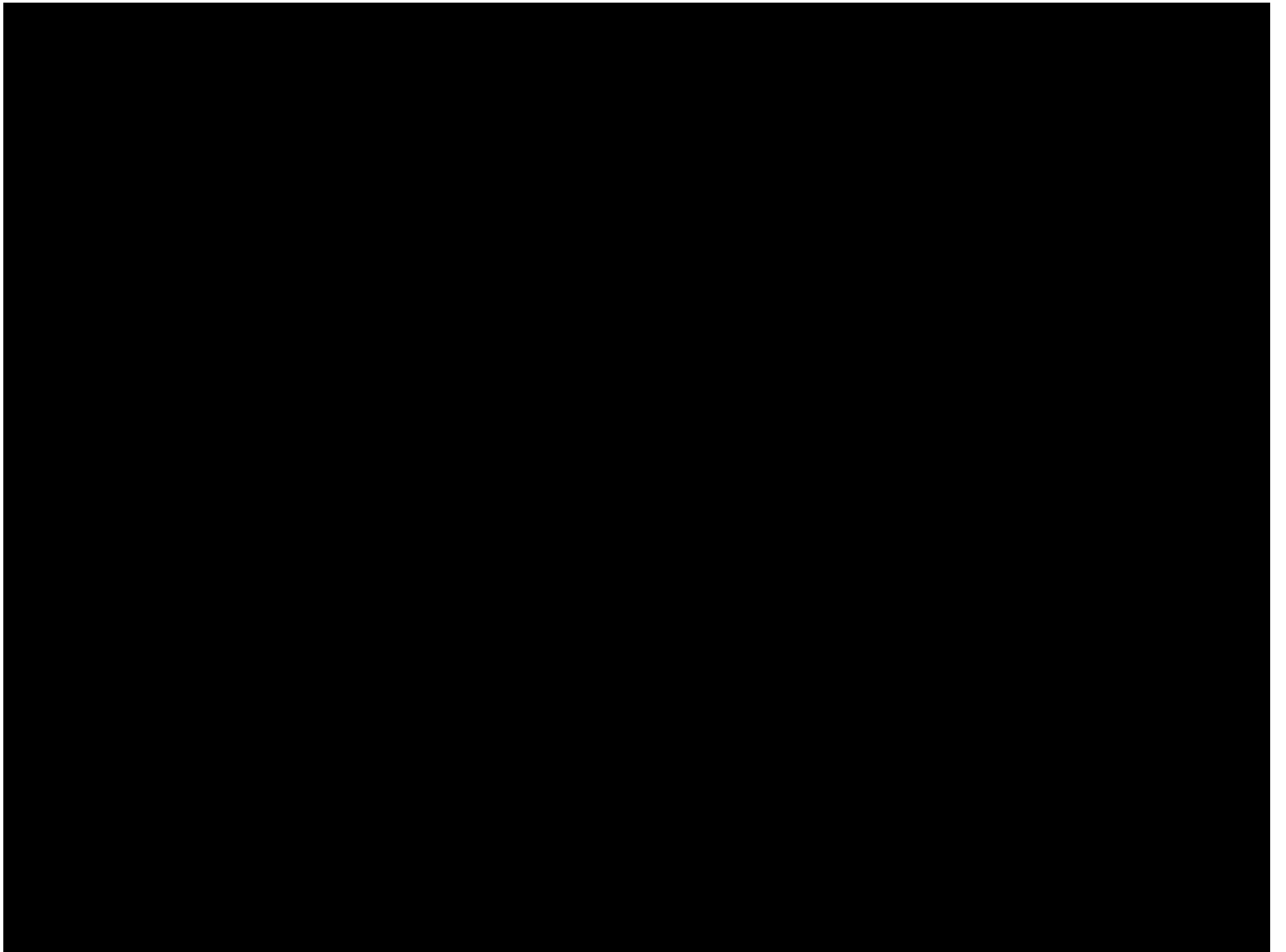


Stretch

Tilt

## Conclusions

- A modified version of the Evans and Wiscombe stochastic field generation model has been used to construct anisotropic LWC fields based on cumulus scenes from large-eddy simulation.
- Inclusion of arbitrary degrees of both tilt and horizontal anisotropy has been demonstrated.
- Radiatively important cloud properties remain constant as anisotropy is changed.



# Types of Anisotropy

## 1) Stretching (horizontal anisotropy):

- Elongation of individual cells or linear arrangement of cells
- Measured via anisotropy parameter (AP):  
isotropic  $0 \leq AP \leq 1$  linear

## 2) Tilt (vertical anisotropy):

- Horizontal displacement with height
- Measured in m/m (slope)

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(Karlsruhe Wolkenatlas)

# Evans and Wiscombe (2004) stochastic field generation algorithm

Similarities to Fourier (power spectrum) method:

- Represents basic cloud structure in terms of orthogonal functions
- Creates fields by multiplying orthogonal components by Gaussian random deviates and converting back to real domain
- Output fields are horizontally isotropic

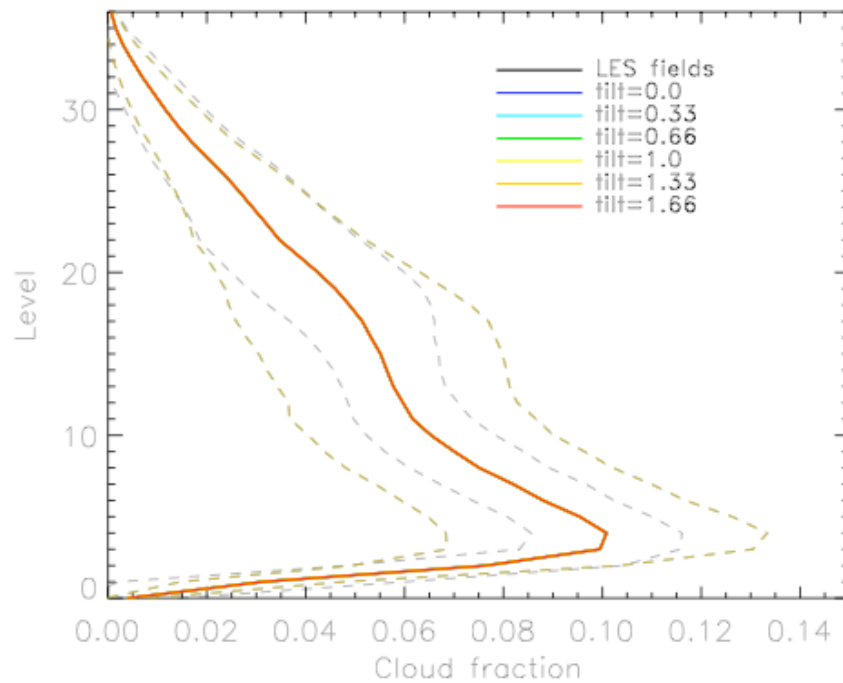
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- Creates 2- or 3-dimensional fields from 2D (x-z) input

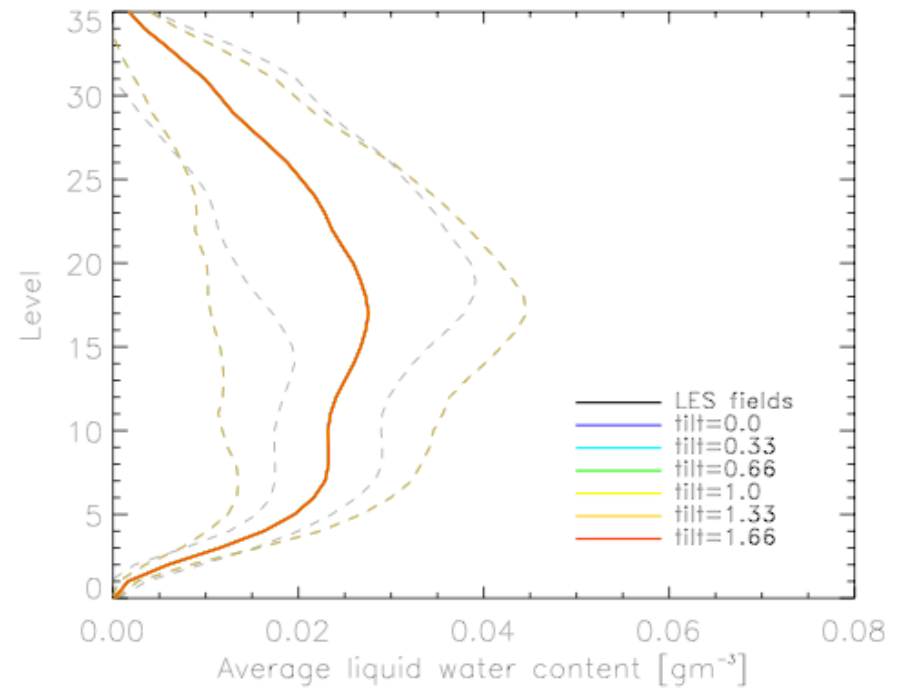
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- Can generate a correlated effective radius field for every output LWC field.

# Output cloud field properties: Tilted fields

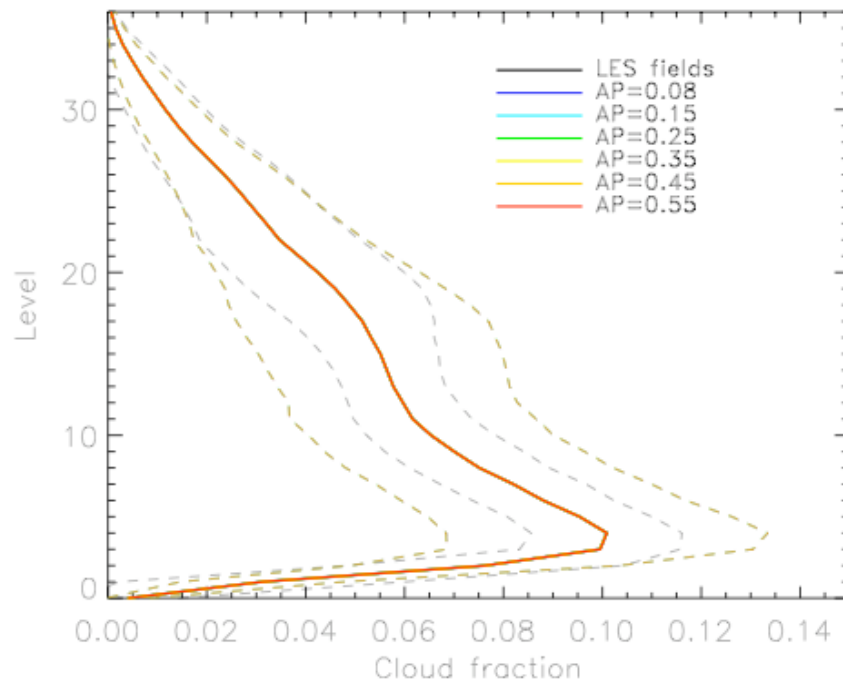


Cloud fraction

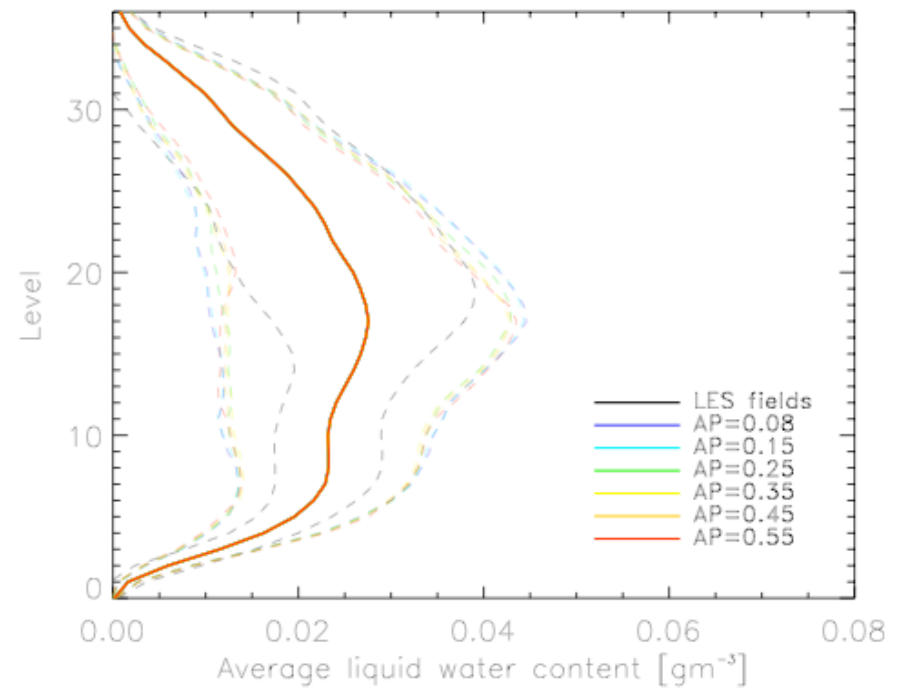


Liquid water content

# Output cloud field properties: Stretched fields



Cloud fraction



Liquid water content

## Method

Perform Monte Carlo radiative transfer calculations on series of cloud scenes with increasing anisotropy.

Compare results of full 3D computations to IPA and TIPA results.

⇒ Need cumulus scenes with varying degrees of anisotropy.